Cyclopskin (Playable Race)

“We were born where the leylines scream—between titans and truth.”

Unified Origin – The Nexus Scarring

Near the end of the Age of Emergence, ley lines surged and collapsed across Luminaria as reality strained to stabilize. At nexus points—places where magical currents converged—hybrid offspring of giants and mortals were exposed to unstable arcane feedback. These magical pulses twisted their forms, coalescing their vision, essence, and perception into a singular eye. The result was the Cyclopskin—beings of both mortal ambition and giant ancestry, marked by leyline scars and strange insight.

Though scattered across Luminaria, the Cyclopskin all share a connection to arcane disruption, ancestral might, and a mysterious sense of fate that sets them apart.

Core Traits (All Cyclopskin)

- Ability Score Increase: +2 Strength
- Size: Medium (7 to 8 feet tall)
- Speed: 30 ft
- Languages: Common, Giant
- Monocular Focus: Due to your single eye, you cannot gain advantage on sight-based Perception checks unless granted by magic. However, you gain Cycloptic Insight—once per short rest, reroll a failed Perception, Insight, or Investigation check.
- Giantblood Legacy: You count as one size larger when determining carrying capacity and push/lift/drag thresholds.
- Leyline Touched: You have advantage on saving throws against being blinded, and you can sense the direction of the nearest magical presence within 60 feet (not exact location).
- Subrace: Choose a Cyclopskin bloodline below.

Subraces

Hillblood Cyclops

Region: The Enoki Grasslands

Ancestry: Hill Giant + Mortal

Mutation Trigger: A ley nexus in the fertile plains destabilized, corrupting the vitality of hill giant-mortal descendants into a singular, durable form.

- +1 Constitution
- Juggernaut Endurance: Once per long rest, reduce bludgeoning, piercing, or slashing damage by 1d12 + Con modifier as a reaction.

- Earth-Eater: You can safely consume spoiled or raw food. When you spend hit dice during a short rest, regain an extra 1d6 HP.

Stoneblood Cyclops
Region: Red Rock Canyon

Ancestry: Stone Giant + Mortal

Mutation Trigger: A leyline collapse in an ancient sculptor's quarry embedded arcane vibrations into the bones of this bloodline.

- +1 Wisdom
- Tremor Pulse: You gain tremorsense out to 10 feet while touching solid stone.
- Stoneborn Stillness: You can use your reaction to gain resistance to all non-magical damage until the start of your next turn. You can't move until then. Usable once per long rest.

Frostblood Cyclops
Region: The Frostheim Expanse

Ancestry: Frost Giant + Mortal

Mutation Trigger: A frozen leyline ruptured beneath the glacial caverns, blending winter magic with the minds of frostblood descendants.

- +1 Constitution
- Piercing Gaze: You learn the Frostbite cantrip.
- Winter's Skin: Resistance to cold damage; ignore non-magical difficult terrain from ice or snow.

Fireblood Cyclops
Region: Tzardom of Ashenstead

Ancestry: Fire Giant + Mortal

Mutation Trigger: A volcanic leyline rupture during a lunar convergence seared this bloodline with volatile elemental flame.

- +1 Intelligence
- Searing Glare: Once per long rest, target a creature within 30 feet. They must succeed on a Con save (DC 8 + Int mod + proficiency) or take 2d6 fire damage and have disadvantage on their next attack roll.
- Heatforged: Resistance to fire damage.

Cloudblood Cyclops
Region: Cirith Ungol

Ancestry: Cloud Giant + Mortal

Mutation Trigger: Ley currents in the sky peaks collided during a wild magic surge, infusing cloud-giant offspring with arcane fog and illusion.

- +1 Charisma
- Fogstep: Once per long rest, as a bonus action, teleport up to 30 ft and leave behind minor obscuring fog (heavily obscured in a 5 ft space until end of turn).
- Silver Voice: You learn the Message cantrip.

Stormblood Cyclops
Region: Coastal cliffs of the Viridium Empire

Ancestry: Storm Giant + Mortal

Mutation Trigger: A leyline storm struck a seafront observatory during astral alignment, granting its survivors flashes of fate and volatile lightning in their blood.

- +1 Wisdom
- Eye of the Storm: Once per long rest, when a creature within 60 feet rolls a d20, you can roll a d6 and either add or subtract it from their roll.
- Stormblooded: Resistance to lightning damage.